

PHASERIP

FORMAT TEST CH2

CHAPTER 2

VS THE WORLD

"You will never be entirely comfortable. This is the truth behind the Hero – he is always fighting something. To do otherwise is to settle."

– Julien Smith



THE ARG!

Behold...The ARG! *Master of Fate! Decider of Destinies!*

ECHELON	FB FEEBLE	PU PUNY	TY TYPICAL	GD GOOD	EX EXCELLENT	LG LEGENDARY	UC UNCANNY	FA FANTASTIC	AM AMAZING	IN INCREDIBLE
01	PURPLE	PURPLE	PURPLE	PURPLE	PURPLE					
02 – 05	PURPLE	PURPLE	PURPLE	PURPLE						
06 – 09			PURPLE							
10 – 15	PURPLE	PURPLE								
16 – 19	PURPLE									GREEN
20 – 25									GREEN	GREEN
26 – 29								GREEN	GREEN	GREEN
30 – 35							GREEN	GREEN	GREEN	GREEN
36 – 39						GREEN				
40 – 45					GREEN	GREEN	GREEN	GREEN	GREEN	GREEN
46 – 49				GREEN	GREEN	GREEN	GREEN	GREEN	GREEN	BLUE
50 – 55			GREEN						BLUE	
56 – 59		GREEN	GREEN	GREEN	GREEN	GREEN	GREEN	BLUE	BLUE	BLUE
60 – 65	GREEN	GREEN	GREEN	GREEN	GREEN	GREEN	BLUE	BLUE	BLUE	BLUE
66 – 69						BLUE				
70 – 75	GREEN	GREEN	GREEN	GREEN	BLUE	BLUE	BLUE	BLUE	BLUE	BLUE
76 – 79	GREEN	GREEN	GREEN	BLUE	BLUE	BLUE	BLUE	BLUE	BLUE	BLUE
80 – 85			BLUE							RED
86 – 89	GREEN	BLUE	BLUE	BLUE	BLUE	BLUE	BLUE	RED	RED	RED
90 – 95	BLUE	BLUE	BLUE	BLUE	BLUE	RED	RED	RED	RED	RED
96 – 97				RED						
98 – 99	BLUE	RED	RED	RED	RED	RED	RED	RED	RED	RED
100	RED	RED	RED	RED	RED	RED	RED	RED	RED	RED

(Granted a black & white reduced version. You can view the full **ARG!** in all its four-colour glory on the back cover of this book)

The Action Resolution Graph! is, as the name implies, the engine at the heart of the Phaserip system.

Each of the Echelons are represented by a **column** on The ARG!, while every **row** of The ARG! corresponds to the results of a *percentile dice roll*.

The intersection of the columns and rows of The ARG! provides a **Phase Result**, designated by a colour: **Purple, White, Green, Blue** and **Red**.

PURPLE PHASE RESULT	CRITICAL FAILURE
WHITE PHASE RESULT	FAILURE
GREEN PHASE RESULT	SUCCESS
BLUE PHASE RESULT	MAJOR SUCCESS
RED PHASE RESULT	CRITICAL SUCCESS

GESTs



Gauge of Extraordinary Skill or Talent

GESTs

A "gest" or "geste", from the Latin *gesta*, is an archaic term meaning "a feat, deed, or exploit". In the Middle Ages a *Chanson de Geste* was a "Tale of Adventure or Romance".

Phaserip uses **GEST** as an acronym for "Gauge of Extraordinary Skill or Talent".

A **GEST Roll** is made whenever a character is attempting to do something heroic and perilous. Driving a car down to the supermarket or using a computer to surf the web, for example, would not require a GEST. Driving a car in a high-speed chase, or hacking into a high security network, however, would typically require a GEST Roll to succeed.

All GESTs follow the same basic procedure:

- 1) **The Judge determines the relevant Attribute.**
- 2) **The player rolls percentile dice.**
- 3) **The result of the dice roll is cross referenced with the column of The ARG! matching the Echelon of the Attribute used to determine the Phase Result.**

The Phase Result of a GEST determines the success or failure of the attempted action. Normally, a **Green Phase Result** is all that is needed for success. Depending on the circumstances, a **Red Phase Result** may indicate an especially good effect, while a **Purple Phase Result** could denote a particularly spectacular blunder, but many rolls are done to answer a simple binary "yes or no" question regarding success, in which case a Green, Blue or Red Phase result indicates success ("Yes").

For example, a Hero who is watching a suspected villain from a rooftop decides to follow them and declares that they are going to jump from one rooftop to another on an adjacent building.

The Judge decides Strength is the relevant Attribute for a leap, and considers the Hero's Strength Echelon, specifically to consider whether a GEST is necessary. Let's assume the Hero's Strength is Good, which the Judge decides isn't high enough to make this a trivial action (maybe if the Hero possessed the Athletics Talent or a relevant Specialty).

*The Judge asks the Player to make a GEST roll, so the player rolls percentile dice and scores a 67. Comparing the **row** of The ARG! that corresponds to the result of the roll (in this case the Row labelled “**66-69**”) to the **column** of The ARG! that corresponds to the Echelon of the Attribute used (in this case the column marked “**Good**”), the Judge sees this is a **Green Phase Result**, so the Hero succeeds.*

(Note that this takes longer to explain than it does to execute in play once a Judge is familiar with the system. The judgments on what Attribute is relevant and whether a GEST is required are generally obvious and near-instantaneous and reading The ARG! quickly becomes second nature.)

If the Hero instead rolled a 33 on their dice, this is a White Phase Result, indicating the Hero failed at their attempt. The consequences of that failure are left up to the Judge's imagination, and while there is one obvious possible consequence of the example – the Hero fails to clear the distance between buildings and falls to the ground – a Judge may define failure in other ways.

Essentially the only limit of a failure is that the Hero does not accomplish exactly what they intended, the way they intended. This could mean anything from the Hero tripping on the run up to the roof ledge to only just making the leap by clinging to the ledge and will need a GEST to pull themselves up (losing valuable time in their pursuit).

A failure doesn't necessarily need to reflect the Hero's actions either, it could, in this example, represent the Hero losing their quarry or jumping to the wrong rooftop as they misanticipate the direction the person is heading.

MODIFIERS

As discussed in the previous chapter, a Hero's Traits can provide bonuses (or penalties) to a GEST roll. These modifiers take the form of either an **Phase Shift (PS)** or **Echelon Shift (ES)**. The Judge will decide if the use of a Trait is **active** or **passive**.

PHASE SHIFTS (PS)

If a Trait *specifically* or *directly* relates to a task the Hero is attempting, that is considered an **active** use of that Trait and provides a Phase Shift modifier.

For example, a Hero with the Science Talent attempting to mix a chemical compound, or a character with the Forestry Specialty attempting to find shelter in the woods are both active uses of Traits.

Phase Shifts are applied **after** a GEST roll is made, modifying the Phase Result determined by The ARG!

If a Hero possesses Excellent Agility, and receives a Phase Shift bonus from the Acrobatics Specialty, if they make an Agility GEST roll resulting in a White Phase Result on The ARG!, this is raised to a Green Result.

ECHELON SHIFTS (ES)

If a Trait indirectly relates to a task a Hero is attempting, or another character is actively attempting to prevent the Hero from succeeding at the task (see *Opposed GESTs*, below), that is considered a **passive** use of that Trait, and provides an Echelon Shift modifier to the Attribute used for the FEAT.

For example, a Hero relying on knowledge possibly implied by the Occupation "Plumber" to try and navigate the New York sewer system or a Hero drawing upon their Scuba Diver Specialty to help identify a type of fish are both passive uses of Traits.

Echelon Shifts are applied **before** a GEST roll is made, modifying the Echelon column on The ARG! when resolving a GEST.

A Hero possessing Good Reason who receives an ES bonus from the Talent Academic, resolves a GEST on the Excellent column of The ARG!

STACKING ECHELON SHIFTS

Echelon Shifts also differ from Phase Shifts in that the Hero may “stack” the modifiers from multiple applicable Traits.

For example, Hero possessing the Talent Astrology and the Specialty Pilot is attempting to operate an alien spacecraft. The Judge rules that neither directly applies to that task, but both indirectly apply, so the Hero receives a total Echelon Shift of +2 to their GEST (+1ES for each Trait).

SITUATIONAL MODIFIERS

Depending on external circumstances when a GEST Roll is made, the Judge may introduce *Situational Modifiers* in the form of positive or negative Echelon Shifts.

A Hero is attempting to scale the wall of a fortress on a stormy night. The Judge rules that the rain specifically affects this attempt, and adds a -2 ES Situational Modifier to the GEST.

Positive and Negative modifiers cancel each other out.

If a Hero receives a +1 ES and a -1 ES to the same GEST, the GEST is unmodified, while if the Hero receives a +1 ES and a -2 ES, the GEST is modified by -1 ES, etc.

Situational Modifiers *only apply* to Echelon Shifts, *never* Phase Shifts. A Judge won't modify the Phase Result of a GEST, however they may decide that a GEST requires at greater Phase Result than Green to succeed. The Judge often makes this determination based on **Intensity**.

LAW OF DIMINISHING RETURNS

Under normal circumstances, there is a cap of +/- 3 ES applied to any single GEST, whether from Traits or Situational Modifiers.

INTENSITY

Intensity is the measurable property of any element of the game's world (*the heat of a fire, the strength of a gust of wind, the voltage of an electric current, etc.*).

Like Attributes, Intensities are assigned an Echelon. When a Hero rolls a GEST that is modified by an Intensity, the Judge compares the Intensity's Echelon to that of the relevant Attribute possessed by the Hero:

- If the Intensity is one or more Echelons **BELOW** the Attribute used for the GEST, then a **Green Result** is sufficient for success.
- If the Intensity's Echelon is **EQUAL** to the relevant Attribute, a **Blue Phase Result** is needed for success.
- If the Intensity's Echelon is **HIGHER** than the relevant

Attribute,

a **Red Phase Result** is required for success.



MATERIAL MIGHT

One of the most common examples of Intensities that may frequently come up during a game is that of **Material Might (MM)**, which determines the ease of breaking through, ripping, or bending an object.

MATERIAL MIGHT

FEEBLE	Cloth, Glass, Paper
PUNY	Crystal, Lead, Plastic, Wood
TYPICAL	Amber, Ice, Ivory, Pearl, Rubber
GOOD	Asphalt, Brick, Soft Metals
EXCELLENT	Bullet-proof Material, Concrete, Iron
LEGENDARY	Reinforced Concrete, Steel
UNCANNY	Solid Stone, Titanium, Volcanic Rock
FANTASTIC	Granite, Gemstones, Osmium Steel
AMAZING	Diamond, Nanofibres
INCREDIBLE	Super-Heavy Alloys

A Hero with Good Strength requires a Green Phase Result to break through a sheet of ice, a Blue Phase Result to smash a brick, and a Red Phase Result to bend an iron rod. They are completely incapable of making a dent on a steel door.

THICKNESS

OPTIONAL RULE

The listed Echelons assume materials between 2" to one foot (5 - 30 cm) in thickness. However, for particularly thin material (an inch/3 cm or less), the Judge may lower the Material Might by one Echelon. If the material is between one to two feet (30 - 60 cm) thick, the Judge may add one Echelon to the MM; if it is over two feet (>.6 m) thick, add two Echelons to the Material Might.

INTENSITY EXAMPLES

CORROSIVES		DISEASES
FEEBLE	Vinegar	Common Cold
PUNY	Acid Rain	Flu
TYPICAL	Ammonia	Covid
GOOD	Lyme, Lye	Rabies
EXCELLENT	Stomach Acid	Tuberculosis
LEGENDARY	Nitric Acid	Small Pox
UNCANNY	Battery Acid, Sulfuric Acid	Spanish Flu
FANTASTIC	Super Acids	Bubonic Plague
AMAZING	Magic Acid	Ebola Virus
INCREDIBLE	Fluoroantimonic Acid	Marburg Virus

ELECTRICITY		FIRE
FEEBLE	Battery	Match
PUNY	House Current	Torch
TYPICAL	Industrial Generator	Bonfire
GOOD	Stun Gun	Burning Room
EXCELLENT	TASER	Burning Building
LEGENDARY	Transit Third Rail	Warehouse Fire
UNCANNY	Van de Graaff Generator	Chemical Plant Fire
FANTASTIC	Power Lines	Brushfire
AMAZING	Power Station	Forest Fire
INCREDIBLE	Lightning Bolt	Firestorm

POISON		RADIATION
FEEBLE	Lead	X-Ray, MRI
PUNY	Hemlock, Nightshade	Irradiated Water
TYPICAL	Arsenic	Radiotherapy
GOOD	Cyanide	Toxic Waste
EXCELLENT	Snake Venom	Solar Particle Event
LEGENDARY	Black Widow Venom	Reactor Meltdown
UNCANNY	Ricin, Nerve Gas	Atomic Bomb
FANTASTIC	Tetrodotoxin (Puffer Fish)	Nuclear Bomb
AMAZING	Batrachotoxin (Frog Venom)	Nuclear Reactor Core
INCREDIBLE	Botulinum Toxin	Neutron Bomb

	HEAT	COLD
FEEBLE	Desert Heat	Autumn Day
PUNY	Heatstroke	Refrigerator
TYPICAL	Water Boiling Point	Water Freezing Point
GOOD	Oven	Winter Day
EXCELLENT	Bonfire	Saltwater Freezes
LEGENDARY	Magma	Snowstorm
UNCANNY	Butane Torch	Mercury Freezing Point
FANTASTIC	Blast Furnace	Dry Ice
AMAZING	Boiling Point of Iron	Antarctic Winter Night
INCREDIBLE	Lava	Liquid Nitrogen

	LIGHT	SOUND
FEEBLE	Candle	Whisper
PUNY	Kerosene Lamp	Electric Appliances, Rainfall
TYPICAL	LED Flashlight	Normal Conversation
GOOD	40 Watt Bulb	City Traffic, Night Club
EXCELLENT	100 Watt Bulb	Helicopter, Power Tools
LEGENDARY	Headlight	Ambulance Siren, Foghorn
UNCANNY	Lighthouse	Fireworks, Gunshot
FANTASTIC	High Strength Flashlight	Jackhammer, Jet Takeoff
AMAZING	Welding Arc	Instant Perforation of Eardrum
INCREDIBLE	Diocles Laser	Sperm Whale Click

	WEATHER	SLICKNESS
FEEBLE	Draft	Rocky Surface
PUNY	Gale	Brickwork, Concrete
TYPICAL	Windstorm	Plaster, Wood
GOOD	Severe Storm	Glass, Steel
EXCELLENT	Fujita Scale 1	Polished Steel Alloy
LEGENDARY	Fujita Scale 2	Wet Surface
UNCANNY	Fujita Scale 3	Ice
FANTASTIC	Fujita Scale 4	Oiled Surface
AMAZING	Fujita Scale 5	Non-Stick Surface
INCREDIBLE	Hypercan	Frictionless Surface

AUTOMATIC & IMPOSSIBLE GESTs

(OPTIONAL RULE)

The Judge may decide that a GEST is either **Automatic**, and requires no roll to succeed, or **Impossible**, making the roll redundant.

The rule of thumb is that any GEST against an Intensity that is 3 or more Echelons **below** the relevant Attribute *does not* require a roll to succeed, while any GEST against an Intensity that is 2 or more Echelons **above** the relevant Attribute is considered *impossible* for the Hero to accomplish under normal circumstances.

For example, a Hero with Legendary Strength would not need to roll a GEST to lift an object with a weight of Typical or less, and likewise could not lift a an object with a weight of Fantastic or higher.

The Judge should not impose this restriction in situations where the outcome of the GEST determines if a Hero lives or dies.

*Note that actions that are considered **impossible** for a Hero are not influenced by Echelon Shifts.*

A Hero with Excellent Might cannot lift something weighing ten tonnes even if they receive an Echelon Shift bonus that allows them to roll on the Uncanny column of The ARG! In such cases shifting to that Echelon does not grant the Hero the capacity to perform that feat, it merely represents an increased chance of success at any action they could normally perform.

LMAO!

MY
BELT?
WHERE
IS MY
BELT?



ATTRIBUTE GESTS

Often, a GEST will simply be a test of one of a Hero's Attributes. Here the Judge will often need to use a bit of, well, *judgment*. Between the descriptions of each Attribute's Echelons in the previous chapter and the examples provided here, a Judge should get a sense for the intensity of activity in comparison to the Hero's Echelon in the relevant Attribute.

AGILITY is used for any GEST related to coordination, balance, or reflexes. Throwing, catching, climbing, jumping, driving, riding, or piloting are all situations that might incur an Agility GEST.

STRENGTH is used for any GEST related to the use of physical force, including lifting or breaking materials, and pulling a mass are all situations that might incur a Strength GEST.

ENDURANCE is used for any GEST related to health, resilience, and toughness. persevering against gas or stunning attacks, holding breath, and weathering extreme temperatures are all situations that might incur an Endurance GEST.

REASON is used for any GEST related to technical aptitude, memory, and academic disciplines. (Note that Reason does not directly correspond with intelligence; it is up to the player to invest their Heroes with cunning and creativity). Repairing gadgets, building a robot and a legal debate are all situations that might incur a Reason GEST.

INTUITION is used for any GEST related to wits, senses, alertness, observation, and perceptiveness. Finding clues and hidden doors, sensing danger, noticing a face in the crowd, recognizing an emotional reaction, and getting a "hunch" are all situations that might incur an Intuition GEST.

PSYCHE is used for any GEST related to will power, determination, resolve, magic, or mentalism. Overcoming fear,withstanding intimidation or interrogation, and resisting temptations are all situations that might incur a Psyche GEST.

ATTRIBUTE INTENSITIES

	AGILITY	STRENGTH
FEEBLE	Climb a Ladder	Dog, Tire
PUNY	Catch a Ball	Child, Punching Bag
TYPICAL	Do a Somersault	Adult Human, Manhole Cover
GOOD	Walk a Balance Beam	Bear, Motorcycle
EXCELLENT	Dodge Firearm	Horse, Piano
LEGENDARY	Walk a Tightrope	Cow, Midsize Car
UNCANNY	Dodge Rapid Fire	Bulldozer, Elephant
FANTASTIC	Catch Arrow in Flight	Fire Truck, School bus
AMAZING	Dodge Laser Fire	Tank, Space Shuttle
INCREDIBLE	Catch Bullet in Flight	Blue Whale, Train

	ENDURANCE	REASON
FEEBLE	Rest after 1 minute	Operate Simple Machine
PUNY	Rest after 5 minutes	Operate Complex Machine
TYPICAL	Rest after 10 minutes	Communicate by Gestures
GOOD	Rest after 30 minutes	Computer Programming
EXCELLENT	Rest after 1 hour	Repair Electronics
LEGENDARY	Rest after 6 hours	Design Electronics
UNCANNY	Rest after 1/2 day	Operate Alien Technology
FANTASTIC	No Rest but Normal Sleep	Supertech, Stardrive
AMAZING	Sleep Once a Week	Artificial Intelligence
INCREDIBLE	No Need for Sleep	Teleportation, Time Travel

	INTUITION	PSYCHE
FEEBLE	Notice Obvious Details	Overcome Emotion
PUNY	Notice Tone of Speech	Resist Fear of the Unknown
TYPICAL	Sense Strong Emotions	Resist Hypnosis
GOOD	Sense Dishonesty	Overcome Fear of Pain
EXCELLENT	Discover Hidden Doors	Overcome Fear of Death
LEGENDARY	Notice Obscure Clues	Phobia
UNCANNY	Sense Strong Miasma	Mortal Fear
FANTASTIC	Sense Invisible Presence	Supernatural Terror
AMAZING	Sense Supernatural	Resist Mind Control
INCREDIBLE	Sense Cosmic Disturbance	Cosmic Terror

SECONDARY ATTRIBUTE GESTs

RESOURCE GESTs

A Resource GEST is made when a Hero wishes to purchase an item, buy property, or pay for a service. The Intensity is set by the **Cost Rating** of the purchase, and is discussed in detail in **IV: Tools of the Trade**.

RENOWN GESTs

Renown GESTs are made when a Hero is trying to use their reputation to influence others. Renown GESTs are modified by the **Disposition** of the people the Hero is trying to convince, and is discussed in detail in **Chapter V: Excelsior**.

CONTACTS GESTs

A Contacts GEST is made when a Hero is trying to find a source for information. There are no modifiers or intensity associated with Contact GESTs. Contact GESTs are discussed in detail in **V: Excelsior**.



OPPOSED GESTs

Opposed GESTs are made when two or more characters are in contest or the success of one character's action is dependent on, or highly influenced by, the failure of their opponent's intended action. Combat is the most common application of Opposed Rolls, and is covered in detail later on.

Unless an opponent is **Outclassed**, only passive modifiers (**ES**) are applied to Opposed GESTs. Modifiers or bonuses shared by opponents cancel each other out, according to the following guidelines:

- If both opponents share the same or an equally applicable Trait, neither receives a modifier to the GEST.
- If one opponent possesses an applicable Trait and the other an applicable Specialty, only the opponent with the Specialty receives a modifier.

For example, if two characters are in a swimming match and one possesses the Athletics Trait, and the other possesses the Specialty Swim, only the Hero with the Swim Trait receives a +1 ES modifier to their GEST.

OUTCLASSED

(OPTIONAL RULE)

Sometimes the difference in ability or skill between a Hero and an opponent is so extreme that the outcome is nearly a forgone conclusion. . If a Hero makes an Opposed GEST against an opponent who is 3 Echelons or more below them in the relevant Attribute, the Hero is considered to **Outclass** their opponent and may receive a Phase Shift modifier from an active use of a Trait.

*For example, if a Hero with Uncanny Endurance and the Athletics Trait is in a swimming match with an opponent who possesses Good Endurance and the Specialty Swim. The Hero receives a +1 **Phase Shift** from their Athletics Trait.*

ASSISTED GESTs

(OPTIONAL RULE)

When two or more Heroes are helping each other in performing an action, whether it's researching a crime or breaking down a door, first figure out the highest Echelon of the participants in the relevant Attribute. Then add up the number of assisting Heroes whose Echelons are within one Rank of the highest. This number is applied as a bonus to the highest Echelon and determines what the Heroes can accomplish.

Normally an Echelon Shift only indicates an increased chance of success, it does not allow a Hero to acquire the associated level of ability of the modified Echelon.

Assisted GESTs are an exception to that rule. Several Heroes combining their efforts can accomplish tasks far beyond their individual abilities.

(Note that the **Law of Diminishing Returns** still applies, at the Judge's discretion).

Every Hero contributing to the attempt rolls percentile dice, and the highest result is used in conjunction with the modified Echelon.

For example, a Hero with Uncanny Strength is trying to lift a train that crashed. Normally this would be impossible, as it's an Incredible Intensity feat of Strength, but the Hero is working together with 3 other Heroes.

Two of these Heroes possess Legendary Strength, and the third Hero possesses Good Strength. This gives the highest Strength Echelon (Uncanny) a +2 Echelon shift to Amazing. Not all the way to Incredible, but enough so that they can succeed with a Red Phase Result.

Each Hero rolls percentile dice, and the individual totals are 36, 78, 23, and 88. The 88 is retained as the highest result, and is compared to the Amazing column of *The ARG!* indicating a Red Phase Result.

REACTION ROLLS

The Judge may call for a Reaction Roll to determine how a Hero responds to an event, or perceives their surroundings, rather than an intentional action they're taking. This includes rolls to notice details, react to a surprise, or overcome an instinctual emotional response.

Reaction Rolls are resolved in the same manner as GESTs, with two exceptions:

- like an Opposed GEST, only passive modifiers (Echelon Shifts) from Traits apply, and
- Karma cannot be spent to influence the result of the roll.

Normally, a Hero's Intuition Attribute is used for resolving Reaction Rolls, though conceivably the Judge may encounter a situation where another Attribute applies. The consequences of failing a Reaction Roll depends on the circumstances and ranges from simply not noticing an important clue to shock or fear temporarily stunning the Hero .



TIME & SPACE

Most of the time during a game, the Judge will simply narrate the events of the game world and inform Heroes of the results of their actions, and only keep a rough record of time elapsing. Sometimes though, situations arise where many things are happening at once or time is of the essence and each second counts. In such cases time in the game is broken down and organized into **Panels** and **Pages**.

These names are merely affectations, and one could simply refer to them as “turns” and “rounds”, however conceptually it can be helpful to picture any action that can be accomplished within a single panel of a comic.

PANELS

Panels do not represent a specific period of time, but cover any action(s) that might take place in around 3 to 10 seconds (if a definite measure is needed for some reason use “6 seconds” as the base, so ten Panels equates to one minute of time). What a Hero can accomplish in one Panel is detailed in the sections on **Movement** and **Combat**, but generally a Hero can perform one complex action (something that would require a GEST), or two actions that would not normally require a GEST.

PAGES

A Page is the total Panels of all characters involved in the action. Most Heroes will have one Panel to act in a Page, and once each character resolves their Panel, a Page ends and the next begins. Certain actions are designated as taking place at the end of a Page, in which case they are resolved after the last character to act in that Page and before the first Panel of the next Page takes place.

AREAS

In Phaserip, distance is measured in Areas, an abstract measure that essentially encompasses “in the immediate vicinity”. Inside of a building or structure, an Area is roughly equivalent to the size of a room, Outside, an Area is about half a city block. Vertically, An Area corresponds to one story of a building. The point is merely to give a rough idea of the time it takes to move from one point to another, or where characters are in relation to each other when interacting.

MOVEMENT



Most of the time, a Hero's movements require no rules, the Hero simply states where he's going, and then goes there. Heroes may move about freely, and the GM keeps track of a Hero's rough position and the time elapsed as Heroes navigate the gameworld. The only time the following rules are necessary is if time or exact location becomes an important factor.